GRISGOL

This humanoid figure is wrapped from head to toe in strips of scroll parchment and pages from dusty tomes. Pieces of tattered magic belts, robes, and chainmail also seem haphazardly integrated into its form.

Living Hordes. A grisgol is a horrifying construct composed of broken and worn-out magic items, animated by a powerful spellcaster who has harnessed the spirit of a lich. Its skeleton is fabricated from old staffs and wands and its skin from expended scrolls wrapped about it like a mummy's burial cloth. Woven into this are rings, bracers, fragments of leather or chainmail, and the like. Inside the creature are scores of half-empty vials of potions, unguents, and oils, vaguely resembling sets of internal organs. It typically wears a rune-scribed cloak or robe. Pinpoints of red light glare from underneath a hood or old helmet.

Heart of Darkness. Nestled inside the construct, among miscellaneous junk, is the original lich's phylactery. Unless one knows what animates a grisgol, the phylactery appears as another piece of spent magic trash tossed loosely and randomly into the insides of the construct.

Mistaken Identity. From a distance, a grisgol appears to be a mummy, even moving with a similar stiff gait. When it walks, one can hear the tinkling of glass touching glass, the sloshing of half-filled vials and bottles, the squeaking of leather, the rubbing of wood and bone against each other, and, most prominently, the shuffling of paper as if pages of a tome were caught in a slight breeze. Thin tendrils of black smoke escape from cracks in its body. A grisgol leaves a sooty, oily residue upon whatever it touches.

Lich's Power. A grisgol is in every way a magic construct, possessing all traits native to golems in addition to the abilities of the lich that powers it. A grisgol's damaging and paralysing touch attacks are drawn from the lich's soul within and the construct retains a fraction of the original lich's spell-casting ability. A grisgol only casts the spells scribed by its creator on the scrolls

and tome pages that make up its outer skin. Destroying a grisgol does not destroy the lich that powers it. To kill the lich, its phylactery must be destroyed after the grisgol is destroyed. Otherwise, the lich is free to return in a physical form in 1d10 days. The escaped lich retains all the powers and abilities it had previous to its entrapment. The lich seeks vengeance upon whoever possesses its phylactery and the wizard, sorcerer, or cleric who originally entrapped it in the body of a grisgol.

Programmed Fighters. A grisgol is tenacious and relentless, following its creator's instructions explicitly without regard to strategy. Therefore, a grisgol's spell usage is often scripted ahead of time by its creator, unless its creator is within 60 feet of the golem and is able to issue commands.

Construction. A grisgol's body is a haphazard collection of old magic wands, staffs, potions, miscellaneous items, and, most importantly, scraps of scrolls and magic tomes. This costs approximately 10,000 GP. Assembling the body requires a DC 20 Arcana check and a manual of golem creation.

Mercenary Gear. Grisgols are often cobbled together by fledgling magic users that happen upon enough magic infused trash to craft themselves a golem. This means that the end result, a grisgol, is typically sold off as a weapon or tool to those with the need for such things. Because of this, a grisgol might end up with a wide array of different spells, all based on what spell scrolls were available to the creator, but also tailored according to the client's needs. A mercenary band might request a grisgol with healing spells or powerful long range magic. The creation of grisgol's is banned in many kingdoms, as it typically doesn't serve the rulership to have magic items left unaccounted for, especially if

those magic items are being used by potential rebels or other groups that pose a threat to the stability of a region.

Grisgol

Large construct, neutral

Armour Class - 16 (natural armor)
Hit Points - 153 (18d10 + 54)
Speed - 30 ft.

STR 18 (+4)
DEX 10 (+0)
CON 16 (+3)
INT 3 (-4)
WIS 12 (+1)
CHA 11 (+0)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 13 (10,000 XP)

Proficiency Bonus +5

Traits

Choking Dust.
Anytime the grisgol takes bludgeoning or slashing damage, a cloud of choking mold and dust explodes 10 feet in all directions from within the creature. All creatures within 10 feet of the grisgol must succeed on a DC 16 Constitution saving throw, or become poisoned. A creature who has become poisoned in this way and not cured within 24 hours must succeed on a DC 16 Constitution saving throw or contract the disease, Slimy Doom. A creature with Slimy Doom bleeds uncontrollably resulting in disadvantage on Constitution checks and saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Immutable Form.
The golem is immune to any spell or effect that would alter its form.

Maddening Remains.
When a grisgol is killed, anyone examining the strips of scroll parchment and tome pages that comprise much of the creature's body invokes a curse that renders the reader insane if

they fail a DC 16 Wisdom saving throw. The victim of this insanity becomes convinced that the thousands of scraps of parchment contain a great and lost arcane secret, and that this secret can be discovered by painstakingly fitting every last piece of parchment back together in the right order. The victim dedicates every waking hour to this massive undertaking, barely leaving time for eating and rest. The victim becomes obsessed, and tries to convince others that they are on the brink of revelation. They may crowd their living quarters with charts, diagrams, and plans extrapolating how the pieces might fit together, constantly rearranging them to fit new theories. The individual affected by the curse will only pursue any course of action if they are convinced it will lead them closer to unlocking the secret of the parchment scraps.

The victim takes 1d8 points of psychic damage when the curse is first activated, and then another 1d8 points of psychic damage every week the curse remains unlifted. This damage can not be prevented in any way, and the victim's hit point maximum is reduced by the amount of damage taken.

Magic Resistance.
The grisgol has advantage on saving throws against spells and other magical effects.

Magic Weapons.
The grisgol's weapon attacks are magical.

Actions

Multiattack.
The grisgol makes two slam attacks

Slam.
Melee Weapon Attack: +9 to hit, reach 5 ft., one creature.
Hit: 8 (1d8 + 4) bludgeoning damage plus 10 (3d6) cold damage and the target must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Innate Spellcasting.
A grisgol is created with the ability to use ten different spells, once each per day, innately. Each of these spells can vary based on the creator's whim and what spell-scrolls they have available to them. The grisgol's innate spellcasting ability is Constitution (spell save DC 16, +8 to hit with spell attacks). It can innately cast the chosen spells, requiring no material components. The following spells are what a typical grisgol is capable of casting:

• 1/day each: *chain lightning, cone of cold, dimension door, fireball, hold person, invisibility, mirror image, raise dead, shield, vampiric touch*